LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
ACT II

for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

THE SURFACE PLATFORM:

Returning to the platform during ACT II., the **Infomaniac** 's start and end position is the same as the "click." monologues
All click monologues, elevator information, forced return (passing out) and subsequent registration animations remain the same as in ACT I. You can pass by these by clicking.
When or if you return to the surface platform via the elevator in ACT II, you are greeted by the Infomaniac who says:

THE INFOMANIAC:
"Something smells fishy! I don't mean you, of course. It's an expression. I think we may have.. well, more accurately YOU may have...well, actually you DO have...A PROBLEM!...You upset the balance of nature thus upsetting all of us. It's o.k...Calm down Oh, you are...well-Don't! hurry up...we need your help! Go to the Science Center and see what's what. What you've got to do is check the map in the area that is going wacky and figure out how to solve it. You'll probably need a new vehicle so check in with Captain Bill Ding. You know the way (points to the elevator)**."**

Infomaniac's end position is his start position of the clickable monologues. There are a couple of additional "click" monologues in addition to those found in ACT I. These new ones are as follows:

CLICK 1:
"It's a mess down below. It could be one of two things. No, three things..uh-make that four or maybe more. It could be *El Nino* which is an extremely warm current that destroys a lot down there every five years or so but I doubt it is. Could be a volcano too; that happens, or an earthquake. Of course, there's always the...no, couldn't be him..Actually it could be something that you did and if it was , you've got to fix it...like, now."

CLICK 2:
"Here's what I'd do if I were you. First, I wouldn't be listening to me because I'd be you but that's not the point. The point is...I forgot the point...uh, maybe you should go to the Science Center. They've got a lot of points.

Clicks 1 to 10 from Act I are also available from 3 to 12 and then back again.

SUBSEQUENT ARRIVALS:
INFOMANIAC:
Pacing back and forth but ends at the clicks starting position, he says:
"Ohmy-ohmy-ohmy...Oh, hello! back again I see.I am still fishing for a solution to this..this...dilema and all I can come up with is you should go and fix what's broke. If it's answers you need, The Science Center always has a few lying around."

THE BUILD GUI
ACT II

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After clicking on the BUILD GUI icon in the elevator:
A screen switch occurs accompanied by an underwater bubble. SFX: a boson's whistle and Captain Bill Ding greets you:

BILL DING is running around in circles, he stops and turns towards you and says: **" There's an ocean of commotion and I'm just crazy with emotion ..It's wacked! so I'll just get out of your way so that you can be on yours.** (Walks off screen.)

If you do not click on anything, the same animation as in **ACT I** begins.Bill Ding returns..."**If you'd like to see a movie...**"

Screen two/ACT II: The Observation Bubble and Fish Feeding station. Bill is seen outside in diver gear and he is floating about. He stops, turns, and looks at you. (This is the start and end position of all Bill Ding animations in screen two).

BILL DING:
Bill points up to the speakers and says: **" Click on the speaker...I can't hear here. (laughs) Here, Here!"**

The speaker, once clicked on, will trigger monologues from Bill Ding (In the same manner as the Infomaniac's "clickable" monologues"). Each time you click on the speaker, he speaks.

Click 1:
"Hey...It's always good to see you but do you think we can make this visit a short one seeing how *the world is being destroyed out here!"*

Click 2:
"I don't want to be rude but I think I hear some one calling for you...like 20, 000 fish! ."

Fish Feeding Station Clicks
If the Fish Feeding Station is clicked on, Bill ding swims away and one of three sequential gags occur. **This is the same as in Act I**

Screen 3: Same as Act I
The Elevator door

Screen 4: Same as Act I
Observation Bubble/**Fish Feeding Station**.

As soon as you are splooshed out of the build GUI.
FOREGROUND ANIMATIONS AT THE EXTERIOR of the EXIT/ENTRANCE TO THE ELEVATOR are triggered.
Two new animations for ACT II plus two from ACT I remain

1) Plastic Pete appears in his Mini-Sub racer and says:
"I've got good news and bad news. The bad news is that the race track is closed due to unexpected changes in sea, you see. The good news for you is that you can't lose the race now." (He disappears. He turns away, takes off, and smashes into a wall. He deconstructs and is blown away.)

2) John and Lucille Sudak (Divers) swim up to you and wave and excitedly say:
JOHN:
" Are we ever glad to see you..actually , I'm kind of glad to see anything. You see.." (Interrupted by Lucille)
LUCILLE:
"That's the point, we can't see! It's getting harder and harder to see anything." They take off, bump into each other as they swim away. They disappear.

3) (same as in ACT I) Several small fish flock to your window or diving mask, and appear to be kissing or biting your window. They suddenly scatter.

4) (same as in ACT I) An octopus appears and wraps its tentacles around your vehicle (or mask). Releases and disappears.

FOREGROUND ANIMATIONS ACT II
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT

for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE
TWO NEW ONES at each habitat plus some from ACT I.

When the trigger point is activated, the following foreground animations occur in the habitat that has been changed. If the habitat has not yet been triggered by you or by the Brickster, ACT I remains. However when you trigger the first ecological disaster, the first animation you will see when entering another habitat is that of the Brickster destroying that habitat thus beginning ACT II in that habitat.

HABITAT FOREGROUND ANIMATIONS/ ACT II
When the trigger point is activated per location,

KELP FOREST:
Palette change towards green. Plants change to brown.Vehicle dash changes: erratic temperature and current changes (drop down, rise up)

1) Some plants start popping away. One or two start floating towards you.as schools of tiny fish scatter in panic in front, over and around you. Other plants in sight turn brown. Light changes to greenish.

2) Two sharks circle you rapidly. **Lucille** swims forward and moves appropriately when the sharks swim by and says: **" An Ocean of Commotion! Such emotion and... I've got to get out of here!"** All swim away
(Lucille and the two sharks).

3) (Same as in ACT I) A cluster of Swaying GIANT KELP is in the middle of your view. A saw fish (light grey) heads towards the middle from screen right. A white shark heads towards the
middle from screen left. When they meet behind the kelp, they disappear. A loud cartoon **"bump"** SFX is heard and from the left side of the kelp emerges a sawfish body with the white shark head
and from the right side of the kelp comes a white shark body with a saw fish head. The idea being they bumped into each other and heads were exchanged.

4) (**Same as in ACT I)** The same scenario as in #3. This time a diver driving a PPU approaches from one side and a shark approaches from the opposite side. A crash (cartoon SFX) and the shark comes out the other side driving the PPU. The shark is headless (jawless). The jaw is being driven by the diver who emerges from the other side.

SANDY FLOOR:
Palette change towards red, decreasing visibility. Vehicle dash changes: erratic temperature and current changes (drop down, rise up and up)

1) Fish start swimming around very erratically (upside down, etc.) and bump into one another.
Ray Manta swims up and says:
"Hey, Ray Manta here and well I hate to point this out now but you know if you were a fish this wouldn't have happened. I know it might not have been your fault and all but well...I just wish we were all fish that's all."

2) Pepper swims up and says:
"Somebody blew it, man and I mean big time. I like it when it's hot but but uh- we could cook carrots down here now. Hey, did you know that carrot spelled backwards is torrac..What's your name backwards? Mine is Reppep..(laughs) Later!..I mean retal!" (swims away backwards and disappears)

3) (Same as in ACT I) A string ray swims by and dives into the sand (disappears). An eel pops up where he entered and swims forward and dives into the sand. A sting ray pops up where he's entered and the loop continues until it disappears on z..(faster and faster so you couldn't follow it)

4) (Same as in ACT I) A sting ray swims by and dives into the sand (disappears). When he hits the sand up springs
a couple of little fish that are immediately gobbled up by a shark. The sting ray pops up a distance away and dives back into the sand and repeats the scenario. loop until it disappears on Z.

5) (Same as in ACT I) A sting ray swims by and dives into the sand (disappears). When he hits the sand, up springs a diver who then swims and dives into the sand. When he hits the sand, up springs the sting ray and so on and so on until they disappear in the horizon on z.

REEFS:
Palette change towards green. Plants change to brown.Vehicle dash changes: erratic temperature and current changes (drop down, rise up)

1) Fish of all sorts appear from seemingly out of nowhere and swim away. Plants (two are blown across your path and then back again and disappear. Mama and Papa come floating backwards in front of you (from right to left) as if being pushed by a current.
MAMA: "yeeeow ! (laughs) This is fun but turn off the water already!"
PAPA: "I tell you one thing: this would never happen at my pizzeria!"

2) A shark followed by Nick and Laura come floating on a rapid current uncontrollably. The current spins around in front of you and then speeds off carrying the actors after delivery of lines.
NICK: Pull over..pull over. I may be on vacation from my police duties but you're still speeding. Pull over.
LAURA: Uh, Nick unless you're asking for a sweater; you know: a pullover. I'm pretty sure we're stuck in this current for quite some time now .

3) (Same as in ACT I) At the building ruin site, a shark chases a fish from left to right and into a door way.Immediately, the shark comes racing back out, followed by the fish (previously chased) followed by a skeleton swimming after them. They speed off and disappear.

DEEP CAVERNS:
Palette change towards blacker Foggier debris in the atmosphere.Vehicle dash changes: erratic temperature and current changes (drop down, rise up)

1) An octopus and a claw vehicle are being blown around uncontrollably from one tunnel to another. V.O from vehicle (**John Sudak**):
"If you can hear my voice, you shouldn't be. Help! stop this current trend! I mean, I like current events and all but this is ridiculous. Heeelp!"

2 A brick wall starts falling apart (deconstructing)

3) (Same as in ACT I) On the surface: a series of tunnels are seen up ahead. (4 of them)...an octopus exits one tunnel (tunnel 1) and enters another (tunnel 3) just as another octopus exits a tunnel (tunnel 4) and enters tunnel 2. This is looped. One octopus is black, the other grey.

4) (Same as in ACT I) In a darkened tunnel below approaches two head lights accompanied by a loud rumbling sound. The lights get bigger as it approaches faster and faster. When they become visible they are the antennae of a tiny little lantern fish. It swims past and disappears.

OPEN SEA:
Palette change towards a brown. Plants change to brown.Vehicle dash changes: erratic temperature and current changes (drop down, rise up, drop down)

1) A school of dolphins swim by drunken/ erratic bumpy swim followed by a mini sub that hiccups (voice and action of vehicle bounces to hiccups)

2) Pirate Skeleton pieces float by left to right and come back right to left fully assembled. skeleton pieces and diver pieces come floating past left to right and come back from right to left fully assembled but wrong. Diver and skeleton pieces mixed up.

3) A claw craft drives by real close. The cock pit glass dome is filled with sharks and saw fish. Ray Manta is driving. RAY MANTA:
" I've got to relocate these critters to healthier grounds. I'd suggest you do the same."

4) A sea craft approaches as a couple of dolphins head towards it. They (the dolphins) are traveling real fast. So fast, in fact, that the craft spins around in a couple circles as they pass. the craft departs on a wobbly course and disappears.

5) A mini-sub driven by **Pepper:**
I don't really want to change sea horses in mid-stream, as they say BUT it's getting a little too wide-awake down here. A shark comes (very fast) from the left and passes in front of Pepper's craft as another passes the back from the opposite direction The vehicle spins as a result (same scenario as above). Dolphin returns and the vehicle now spins in the opposite direction. Vehicle wobbles off and disappears.

ACT II: IF HORN IS HONKED: You summon an aquatic buddy...
SAME AS IN ACT I but panic swim cycles.

BACKGROUND ANIMATIONS ACT II
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE
TWO new ones per

KELP FOREST:
1) Collapsing giant kelp plants / shafts of light break in.
2) Sharks circle ominously.

SANDY FLOOR:
1) dust storm/tornado/bubbles from vents
2) Sting rays are bumping into each other.

REEFS
1) Octopus trying to grab a bunch of bricks flying at him.
2) Avalanches of bricks and coral

DEEP CAVERNS
1) Skeleton running in panic circles in cave
2) An octopus dodging flying bricks

OPEN SEA
1) Sharks circling, in a wobbly manner, ominously
2) Many hiccups as tiny fish bob up and down and wobble to

OBSTACLES ACT I
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE
6 new obstacles plus some from Act I remain

KELP FOREST:
1) Plants fly at you: around, under and above.
2) Sharks seem to be attacking. They circle you leaving just enough space between them to escape.
3)The Brickster pushes a giant kelp plant and it falls over allowing just enough room to pass. He disappears.
4) Star fish come flinging at you. Some will stick to you windshield/mask and slide off.
5) Two vehicles smash into each other and bricks are flying towards you.
6) Two divers are tossed into each other and exchange parts.
7) Shark attacks (if he hits : screen turns black and you wake up to surface revival animation)

SANDY FLOOR:
1) Saw Fish seem to be attacking you. One saw fish begins to saw your windshield. If you do not move in time, window (or mask) cracks and screen goes blank (triggering ACT I animation of waking up on the Surface Platform).
2) Bricks , plants and sand float towards you.
3) Sting rays seem to attack by bumping into your craft.
4) The Brickster tosses a brick at you. It bounces off your windshield or mask. He disappears.
5) Tiny specs (plankton) fall down make visibility difficult for 2 seconds
6) (same as in ACT I) Sting ray dives into sand and a couple plants fly towards you.
7) Saw Fish attacks (if he hits : screen turns black and you wake up to surface revival animation)

REEFS
1) Brick and coral avalanche straight ahead.
2) The Brickster is tearing apart sections and tossing them at you. A rush of current pushes him away and he disappears.
3) Avalanche on right. Allowing you to steer pass.
4) Fast moving current forcing a stream of debris and helpless plants and fish from left to right leaving you just enough room to pass through in spots.
5) Bricks/coral land in front blocking path
6) (same as in Act I) An octopus swims by from one direction another one comes in from another. If you bump into one (inevitable) they squirt ink and visibility is off for about a second
7) Octopus attacks (if he hits : screen turns black and you wake up to surface revival animation)

DEEP CAVERNS
1) A skeleton comes swimming forward swinging his saber. He deconstructs and floats away if you hit him.
2) Avalanche of bricks
3) An Octopus bumps you .
4) There are tiny lights flashing on and off and a lantern fish approaches bumping into walls sending little pieces of debris down on you.
5) weird unknown fish appear
6) The Brickster tosses an electric eel at you.
7) Octopus attacks (if he hits : screen turns black and you wake up to surface revival animation)

OPEN SEA
1) Dolphin swim erratically towards you as if drunk.
2) Dolphins and sharks bump into each other and plants. Sending the plants spinning towards you
3) A floating old ship's wheel spins towards you. The wheel is being held by a skeleton who hiccups uncontrollably.
4) The Brickster appears and tosses bricks. He wobbles as if drunk.
5) A saw fish appears to be sawing a brick brace to a tunnel . The tunnel collapses in front of you and is blocked.
6) Three drunken sharks pass in front...allowing just enough room to pass
7) Sharks and Saw fish attack you (if they hit: screen turns black and you wake up to surface revival animation)

DIVER MONOLGUES ACT II
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT

for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE
TWO NEW per habitat

KELP FOREST:
1) John and Lucille Sudak swim up to you. John from the left and Lucille from the right. They bump heads turn and face you.
JOHN: "No need to panic but.. (interrupted by Lucille)"
LUCILLE: "There's plenty of need to panic"
JOHN: "I was just going to say that".

2) Papa Brickolini, the diver, swims in from the right and bumps into a plant. The plant breaks off and floats away. He backs up turns and bumps into another one which in turn breaks away and then turns around and faces you and says:
Papa: " Even if I could find those elusive and very tasty anchovies, I couldn't now.

SANDY FLOOR:
1) Ray Manta, a diver with his back facing you, turns quickly towards you and says:
"Well as far as I can tell...we're in hot water and unless we fix it quick...our goose is cooked."

2) Pepper comes swimming forward from the fog...
"This is turning into a bath now. I think I'll go find a sponge! hey, sponge backwards is egnopse."

REEFS
1) NICK (on a PPU) comes racing in to a screeching halt in front of you. Holds up Bullhorn
NICK: "Attention all creatures of the reef...This is Officer Nick Brick on Holiday...We are experiencing a slight crisis. Your cooperation would be greatly appreciated. Stop knocking things over. Thankyou. (Takes off real fast and disappears)

2) MAMA is conducting the fish orchestra as one fish after another is blown away. She turns and "says:
We were going to play something to inspire you to rebuild the reef but now I think I'll just hum an inspirational song to inspire you ..hummmmmm mmum mum. Thank you. I hope that works."
Papa shows up and says:
PAPA: Never mind the humming, mama..I've still got to find thee perfect anchovies to make my perfect pizzas with before my perfect vacation time runs out."

DEEP CAVERNS
1) Pirate skeleton: "
I'll gives a clue, matey... unblocks thee tunnel that started this mess and I mights show you where the treasure be. Arrrrrr"

2) Infomaniac O.V. Only / from claw-craft ahead:
"Ahoy! If you haven't already done so...check your map...it'll show you where the damage occurred. (map animation of blinking red light on blocked tunnel)...Then you can fix it!"
(he takes off and disappears)

OPEN SEA
1) Brickster appears riding on a shark's back and says:
"Thanks for the zillion year old root beer pal, what cha got for snaks. I see you bought the dip..oh, my mistake that's you!" They speed off and disappear.

2) From a mini-sub, Laura says:
"Ya know... Drinking and swimming don't mix very well especially if it's making everybody sick. We're counting on you to fix it. Ya know...this happened to Dr. Wiggley Phinz many many years ago. I'll bet he knows how to clean it up! You might want to talk with him. End of lecture." She turns and takes off.

3) Papa (as a diver) SAME AS IN ACT I:
Here fishy, fishy. here fishy fishy (school of tiny fish are always behind him where ever he turns). **Anchovies! come to Papa, anchovies...I'll make everybody one nice pizza if you show up."**

FISH TRANSLATOR ACT II
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
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Click on the fish translator and a registration/target appears. Aim your craft in position and click again. If it works (sometimes) the fish will turn and an O.V. (**Fish Translator voice [Voice of Robin Williams or Erin-Kate Whitcomb]**) will speak...the translator will work:

KELP FOREST:

1) Dolphin:

1) SFX of dolphin squeal followed by the O.V.
Not good..way bad...ho boy, ho boy
2) SFX of dolphin squeak followed by the O.V.
What happened? Can you fix? You must fix..please fix"
3) SFX of dolphin squeal followed by the O.V.
Sea is closed..no food..have to move
4) SFX of dolphin squeak followed by the O.V.
Hungry..leave..no leaves..hungry..
5) SFX of dolphin squeak followed by the O.V.
Start packing, pal..everyone's leaving before it gets too bad."
6) SFX of dolphin squeak followed by the O.V.
....**Fix my home. Put plants back!**

2) Little Fish:

1) SFX "bloop" followed by the O.V.
"Panic, panic, panic"
2) SFX of "bloop"followed by the O.V.
" I hate to move. I won't know anybody and everybody will want to eat me."
3) SFX of "bloop"followed by the O.V.
Too cold too hot too cold too hot
4) SFX of "bloop"followed by the O.V.
Oh geeez now everybody can see me. Make like a plant and float away

3) Shark:

1) SFX of ominous cord followed by the O.V.
"You look funny to me..Are you a clown?...I don't eat clowns. They taste funny."
2) SFX of ominous cord followed by the O.V.
" I am getting so hungry I could eat a horse...whatever that is"
3) SFX of ominous cord followed by the O.V.
" I don't feel too good. I think I'm getting cranky."
4) SFX of ominous cord followed by the O.V.
" Is that an electro-magnetic field I spy...I will try to eat it and see"

SANDY FLOOR:
1) Sting Ray:
1) SFX followed by the O.V.
What tha? where's tha? who tha?
2) SFX followed by the O.V.
Ouch ouch ouch ..hot hot hot
3) SFX followed by the O.V.
Cover hot...put cover on hot...I don't think it can hear me

2) Saw Fish:
1) SFX followed by the O.V.
What kind of fish would do that? Thus you are no fish!
2) SFX followed by the O.V.
It's a wet heat..That's what makes it so uncomfortable.
3) SFX followed by the O.V.
If I had hands I'd go get a cover of some kind to put over that ..that whatever it's called.

3) Shark:
1) SFX of ominous cord followed by the O.V.
I get pretty cranky when I'm hot so I hope you'll understand that if I eat you it's not personal.
2) SFX of ominous cord followed by the O.V.
Go away! as your friend...I must warn you that this place is getting dangerously hot
3) SFX of ominous cord followed by the O.V.
Must find new home

REEFS
1) Octopus:
1) SFX followed by the O.V.
"Blue to green to red...danger...danger"
2) SFX followed by the O.V.
I'm not exactly sure why but you're starting to really bug me...You should leave
3) SFX followed by the O.V.
I feel creepy

2) Small fish:
1) SFX followed by the O.V.
"Gotta go.
2) SFX followed by the O.V.
"no time no time
3) SFX followed by the O.V.
"oooooh no you don't don't eat me

3) Shark:

1) SFX of ominous cord followed by the O.V.
Must eat anything. Everything is gone...except you are still here. Must eat you

2) SFX of ominous cord followed by the O.V.
Go away or I'll eat you

3) SFX of ominous cord followed by the O.V
I'm confused

DEEP CAVERNS

1) Octopus:

1) SFX followed by the O.V.
" gobble wobble I am crazy with fear

2) SFX followed by the O.V.
"My left hand doesn't know what my six right hands are doing anymore

3) SFX followed by the O.V.
" This is going to hurt me more than you but you've got to get out of here

4) SFX followed by the O.V.
You can't be you. you must be a pretend you. you wouldn't do this to you

2) Lantern fish:

1) SFX followed by the O.V
I can't see how this happened at all

2) SFX followed by the O.V.
"Looks like trouble's coming our way

3) SFX of ominous cord followed by the O.V
Put the bricks back

3) Unknown Fish:

1) SFX followed by the O.V.
flap slappy flip flop

2) SFX followed by the O.V.
Formica**!**

OPEN SEA

1)Saw Fish:

1: **What's this big thing on my face in front of me? Hic-up hic up**

2: **A plaque of pickled herring..behold a belching whale ..burp.**

2) Dolphins

1: **Hic-up hic-up..I am totally fishified!**

2: **How dry I am. How Dry I am. Nobody knows. Nobody nose? what's a nose?**

3) Sharks

1: **What are you lookin at? ..you stand like a king of minnows!**

2: Can't stop. Can't Stop

WHEN THE FISH TRANSLATOR DOESN'T WORK **SAME AS IN ACT I**

WHEN THE FISH TRANSLATOR MISSES **SAME AS IN ACT I**

RACE COURSE / ACT II
LEGO SEA CHALLENGE
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A checkered flag sits in the sandy sea floor right by the Rocky caverns. If you select the flag, a series of animations are triggered:

1) A quick build of the viewing stands (from LEGO Island Race Track). Immediately and rapidly:
Only one diver comes out and sits down. He looks around and then leaves

2) Plastic Pete in his mini sub come barreling into the scene in his mini-sub racer.
PETE (pulls up close to you and says)**: I could beat the bricks off ya...if the track was open that is. It is hearby closed until it opens.**
He takes off and smashes into the wall. backs off and wobbles (vehicle) away and disappears.

BUILDING RUINS/ REEF ACT II
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Exterior and real time building ruins : Same as in ACT I

1) Doors and windows swing open . Some have sharks and dolphins are seen coming and going in and out.
2) lights appear (in windows) to come on, a silhouette passes by through the window. Light turns off.
3) One door as a hotspot. When selected : animation of a **skeleton** stepping out who announces:
Due to technical difficulties...like the whole world falling apart, the interior to the this ancient building is closed. We apologize for any inconvenience this may have caused you but afterall... YOU STARTED IT!

SHIPWRECK/OPEN SEA ACT I
LEGO SEA CHALLENGE
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WORK IN PROGRESS and SUBJECT TO CHANGE
Two more in addition to the ones found in ACT I

OLD SHIP Exterior:
A **skeleton** swims up and holds out a bottle with a skull and the universal no circle on it and says:
SKELETON:
If it's a cure you're after than look no further.
If you click on it, it will go into your cargo hold (hand if your a diver)

HOTSPOT:If you find and click on a brick that's near the anchor (per rescued diver's instructions) an animation is triggered:
SKELETON:
Due to the unfortunate nature of the current events, we will be closed until we open again. Thankyou.

MODERN BOAT Exterior
Two sharks circle ominously. The **Brickster** is riding one and shouts:
Hey! long time no SEA (laughs) He shoots at you. He misses and takes off with both sharks and disappears

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TREASURE CHEST ACT II
LEGO SEA CHALLENGE
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WORK IN PROGRESS and SUBJECT TO CHANGE
two more in addition to the ones found in act I

1)Exterior/ area surrounding the treasure chest (location of chest changes from game to game)
Skeleton appears swimming towards you. He produces a hand full of colorful urchins and says:
SKELETON:
If ye uses these, you travel with ease..
He holds them out. If you click on them they are loaded in your stun gun. If you have no stun gun, they are in your cargo hold.

2) Treasure Chest as hotspot:
when clicked...will open and reveal inventory of gold coins..
you can collect them via your sample /cargo hold

SCIENCE CENTER ACT II
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
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WORK IN PROGRESS and SUBJECT TO CHANGE

The Science Center is located between the Kelp forest and the Sandy Sea Floor.

EXTERIOR
Hotspots and Trigger points

1) A recycle bin:
Trash guy in panic mode: **"Talk about trash...Somebody's trashing the environment..bad news but you can fix it. I know you can but look- check with the brainiacs in side there. They'll know what to do. They always do. Anyway, check this out.** (holds up a sculpting made of bricks and cans and bottles) **I made it with some stuff."**
(animations return to animations of act I if you stay here or click on things)

2) A Power-Up station: Same as in ACT I

INTERIOR (real time model) First time arrival/ ACT II

Building Interior One (real Time) First time arrival:
Dr.Gil Philter and Dr. Wiggley Phinz are in the middle of what seems to be an argument.

DR Gil Philter: I told you not to ask me that question

DR Wiggley Phinz: What question?

GIL: That question!

Wiggley: I don't get it..what question?

GIL: that question..ask me a question..

Wiggley: What question?

GIL: That's the one!

Wiggley turns towards you:
Weird Huh? Come on in and go on in . (points to the lab door)) **We have a Crisis seas (laughs) Crisis's in the seas. Anyway, it can..it will be solved with science.**

Hotspots (same as ACT I):

INTERIOR (pre-rendered screens) first time arrival

THE LAB. The following sequences describe your first time entry after YOU have triggered the disaster. Only one (depending upon which habitat you triggered will take place)

SCREEN ONE: THE MAP (see MAP animations 2D Document/separate cover):
(SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS) ACT II

IF THE KELP FOREST DISASTER WAS TRIGGERED BY YOU:
Dr. Carrie Bean is sitting at the computer. Dr. Wiggley Phinz walks in from screen right. they both turn and look up at you

CARRIE (waves)**: "Reports are that the kelp forest isn't one anymore".**
WIGGLEY: Let's check it out and see what you've got. Click on the face flag and one of the features...you know current or animals or temperature or plants or..you know.

If you don't click after 3 seconds:
Wiggley:
Let me put it this way...we're not going to last much longer down here if we don't fix what ever needs to be fixed and we won't know what needs to be fixed unless we examine it. So click on the face flag and then click on one of the other buttons.

Carrie:
Don't panic, Wiggley.

If you do click:The yellow warning lights come on. Carrie and Wiggley turn to screen then turn to you..
CARRIE: Yup. Just as I thought

Wiggley: And my guess is that something was knocked over and it needs to be put back in place (He turns and looks at you.) **Good guess, Huh?**

Carrie: I guess..but let's look at the map (both turn and look at map)**..Check the plants. I think the plants are gone!**

Wiggley: It's like this: it's called an ecosystem. Everything depends on everything else. So if you, let's say: knock over some plants...well, everything changes and not for the better.

Carrie: Thanks for the lecture, Doctor but what do we do now?

Wiggley: Replant!

Carrie (turns to you) : Find the plant seedlings and replant a plant where the first one was knocked down. But where in the blue bricks did we put the seedlings...

Wiggley..I'll look over there.. (leaves stage left)

Carrie: (looks at you) **Check all the cabinets..If you need my help...I'll be at the computer..**(points to where she will walk over to) **just click on me and I'll tell you more if you need me to.** (she stands by the computer in a wait cycle).

CARRIES CLICKS (same start and end position) **ACT II** (same for all ACT II entrances)

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1) "When you find the item that you need ...click on it...It'll be, through the modern miracle of multimedia magic, in your hand. When you go back into your vehicle click on the cargo hold open button and voila! it'll be transferred to your vehicle cargo hold. It'll be ready for you to bring it back to where you need to and then release the cargo hold. Good luck."

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2) "Check all the cabinets around this room. If what you're looking for isn't there...well, it could be anywhere I suppose. I'd help you look but well, I've got to stay here and be clicked on when you need me."

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3) "No big deal but if you take the wrong thing...well, it won't solve the problem. You only have enough room for one item at a time so...well, you know."

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4) The flag on the left up there is for the Science Center and it will display the normal state of things that you then click on. Your flag, the one on the right up there will display
the new data or things that have changed. I'm sorry to keep repeating myself but Dr. Gil Phisher tells me that I should repeat that one often. eh, whatever. So anyway after you pick one of the big flags, click on one of the other buttons: current or animals or temperature or light or plants"

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5) "(laughs) that does tickle! "

IF THE SANDY SEA FLOOR DISASTER WAS TRIGGERED BY YOU

CARRIE (waves)**: "Looks like the old Sandy Sea Floor aint what she used to be".**

WIGGLEY: Let's have the damage report and see what we've got. Click on the face flag and then on one of the Catlip features...Catlip. C for Current A for Animals, T for Temperature, L for Light and P for... (interrupted by CARRIE)

CARRIE: For Pete sakes, get on with it. Click on the big flag up there on the right and then on one of the smaller ones and let's figure this out.

If you don't click after 3 seconds: **(same as in Kelp Forest)**
Wiggley:
Let me put it this way...we're not going to last down here if we don't fix what ever needs to be fixed and we won't know what needs to be fixed unless we examine it. So click on the face flag and then click on one of the other buttons.

Carrie:
Don't panic, Wiggley.

If you do click:The yellow warning lights come on. Carrie and Wiggley turn to screen then turn to you..

CARRIE: Aha! It's all messed up all right. My guess is something to do with the current and hey, looks like the temperature too.

Wiggley: Yup..I remember about a half gazillion years ago, There was this volcano and it looks like...

Carrie: More fish stories, Doctor

Wiggley: No..This is different. I think we may have a smoker...they're like chimney stacks pushing hot water and smoke up through cracks in the sea floor.

Carrie: So what's the cure?

Wiggley (turns to you) :Science! First, find out what's wrong...Maybe it's something like a brick that you over turned back there or..Ah! I know...Use the fireproof man hole cover to cover it up...There's one around here someplace

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Same as in Kelp Forest:

Wiggley..I'll look over there..(leaves stage left)

Carrie: (looks at you) **Check all the cabinets..If you need my help...I'll be at the computer..**(points to where she will walk over to) **just click on me and I'll tell you more if you need me to.** (she stands by the computer in a wait cycle).

CLICK MONOLOGUES ARE THE SAME FOR ALL HABITAT FIRST TIME ENTRY IN ACT II

IF THE REEF DISASTER WAS TRIGGERED BY YOU:

CARRIE (waves): **"A little fish told me that we got trouble in the reef".**

WIGGLEY: Yeah, I spoke with him too. Seems a good friend of ours (a-hem) (looks at you and continues) **accidentally bumped into a fish or two. But it doesn't matter who broke it...we've got to fix it.**

CARRIE: Right you are. Let's check your data, shall we. Click on the flag with the face and then on one of the things that you want to observe.I'm sure you remember how to do that. The flag on the left is for the normal state and the flag way over to the right is for the new measurements.

If you don't click after 3 seconds: **(same as in Kelp Forest and Sandy Sea Floor)**
Wiggley:
Let me put it this way...we're not going to last down here if we don't fix what ever needs to be fixed and we won't know what needs to be fixed unless we examine it. So click on the face flag and then click on one of the other buttons.

Carrie:
Don't panic, Wiggley.

If you do click:The yellow warning lights come on. Carrie and Wiggley turn to screen then turn to you..
CARRIE:Yellow light's on. Looks like we're still in time.

Wiggley: And still in trouble

Carrie: And the solution, Doctor?

Wiggley: Well, if we don't correct the reef by putting back what was destroyed at the place where it was destroyed...It'll get pretty bad.

Carrie: Rebuild where the trouble started?

Wiggley: Bingo! (looks at you) take some bricks and rebuild the reef at the place where you knocked it down . There's some around here someplace

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Same as in Kelp Forest and Sandy Sea Floor:

Wiggley: ..I'll look over there..(leaves stage left)
Carrie: (looks at you) **Check all the cabinets..If you need my help...I'll be at the computer..**(points to where she will walk over to) **just click on me and I'll tell you more if you need me to.** (she stands by the computer in a wait cycle).

CLICK MONOLOGUES ARE THE SAME FOR ALL HABITAT FIRST TIME ENTRY IN ACT II

IF THE ROCKY CAVERNS WAS TRIGGERED BY YOU:

CARRIE (waves)**: "Looks like our fun is on the rocks".**

WIGGLEY: Your bumping into that brick back there set off a delicate chain reaction that we know here as a mess...Not your fault, really but..well, let's check it out. You know:
click on the flag for the new data .The flag with the face and then click on either the current or the plants or the animals or whatever.

CARRIE: Compare it with what it's suppose to be by clicking on the Science center flag and then clicking on the current or plants or temperature or animals.

If you don't click after 3 seconds: **(same as in Kelp Forest, Sandy Sea Floor and the Reef)**
Wiggley:
Let me put it this way...we're not going to last down here if we don't fix what ever needs to be fixed and we won't know what needs to be fixed unless we examine it. So click on the face flag and then click on one of the other buttons.

Carrie:
Don't panic, Wiggley.

If you do click:The yellow warning lights come on. Carrie and Wiggley turn to screen then turn to you..
CARRIE:Danger! Danger! No- not yet but if we don't use our heads..we could have the end to fun as we know it.

Wiggley: I think I know what happened...The tunnel is blocked. The brick that you bumped into has to be put back.

Carrie: That SOUNDS easy

Wiggley: It might sound easy but you (turns and looks at you) **have got to find where that spot was and put stuff back. where they were suppose to be. I'd do it for you but hey, it's your game!** (waves and walks off screen left).

Carrie: (looks at you) **I'll be over here if you need me.** points to where she will walk over to) **just click on me and I'll tell you more if you need me to.** (she stands by the computer in a wait cycle). CLICK animations same as for all.

CLICK MONOLOGUES ARE THE SAME FOR ALL HABITAT FIRST TIME ENTRY IN ACT II

IF THE OPEN SEA DISASTER WAS TRIGGERED BY YOU:

CARRIE (waves)**: "Hurry..hurry. Come in and thanks for showing up ".**

WIGGLEY: and just in time. We've got a bit of a problem. It appears like the whole sea is about to be destroyed. Don't want to make you feel too bad about it but somebody messed up, pal.

CARRIE: It doesn't matter who broke it. It only matters if we fix it besides it was an accident.

WIGGELY: True. Let's check out your data. If you click on the flag with the face for new measurements and then click on one of the other buttons for current or animals or temperature or light or plants and we'll find out what went wrong. You can check out what it's suppose to be by clicking on the Science Center flag and then the current and other buttons.

If you don't click after 3 seconds: **(same as in all other habitats)**
Wiggley:
Let me put it this way...we're not going to last down here if we don't fix what ever needs to be fixed and we won't know what needs to be fixed unless we examine it. So click on the face flag and then click on one of the other buttons.

Carrie:
Don't panic, Wiggley.

If you do click:The yellow warning lights come on. Carrie and Wiggley turn to screen then turn to you..
CARRIE: Ho boy...looks like everybody and everything might be sick out there. I'll bet it has something to do with that barrel you broke .

Wiggley: By Golly. I think you're right, Doctor!
You know what? (looks at you) **bring back a sample of the barrel and we'll check it out under the microscope.**
Carrie: I don't know if we need to do that. It would be your call (turns and points to you)**We'll need to make an antidote! Once we figure out what it is**

Wiggley..I'll go get the microscope started up in case you go get us a sample and Carrie? (leaves stage left)

Carrie: I'll research medicine. I'll be on the computer..(points to where she will walk over to) **just click on me and I'll tell you more if you need me to.** (she stands by the computer in a wait cycle).

CLICK MONOLOGUES ARE THE SAME FOR ALL HABITAT FIRST TIME ENTRY IN ACT II

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additional hotspots: cabinets
SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS

SCREEN TWO: THE PHOTO DISPLAY WALL
Dr. Wiggley Phinz is present here during ACT II.
"**Well they tell me that a picture is worth a thousand words so I figured that I could work in here.If anybody wants to talk to me..I'll just show them a picture. If you got pictures, then you don't have to talk to me and that would be just fine** (walks over to a work station and stays in his wait cycle)"
If you click on him,:he turns and says:
What? look at your pictures.

SCREEN THREE: THE EXIT / ENTRANCE BACK TO THE OUTER ROOM

Dr. Carrie Bean is present and says:
Good Luck! We're all counting on you.
If you click on the door, you are back in the real time interior room

(there is a flipper (hotspot) hanging on the wall as well as cabinet hotspots. Same as in ACT I)
SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS

SCREEN FOUR: THE ANALYSIS WALL
First time arrival ACT II
Wiggley Phinz is present feeding the fish in the tank. He turns and looks at you and says:
Hi. If you've got samples let's check them out. Actually, you should check them out by yourself. Afterall you are now a Scientist. He walks off screen

additional hotspots: cabinets,
SEE SCIENCE CENTER INTERIOR HOTSPOT AND MAP ANIMATIONS

SCIENCE CENTER
REAL TIME ROOM subsequent entries
First subsequent entrance: **Dr. Gil Philter** is pacing and says:

It's the Brickster..It's got to be the Brickster. He escaped from LEGO Island...AGAIN!
Accidents do happen..The plant was knocked over, Fine. that wasn't your fault or my fault or anybody else's fault. Accidents do happen...but the Brickster ...grrrrr..I could feed him to the sharks., if it wouldn't give them bellyaches....but we must save the sea first! Go inside (points). They're waiting for you ,I think.
(this loops until you click on the lab door)

The next time and all other times when you enter, **Dr. Gil Philter** is busy working at one of the stations. He does not look up.
but says: " **In there!** (he points at the lab door)

PRE RENDERED SCREENS subsequent arrivals
Screen 1 If The Brickster has triggered the habitat disasters
For all habitats:
Dr. Phinz and Dr. Bean are running in circles. They stop/ freeze abruptly and look at you :

CARRIE:No need to panic
WIGGLEY:No, no need
They resume running in circles. As they are running, they turn heads towards you and say:

CARRIE: Must save the Sea! Check your data! Use your skills! Check the microscope! Check the map! Calm down!

WIGGLEY: I am. I am...Situation is critical. I am calm though (runs off screen in panic)

Carrie stops running and walks over to the clickable start position and says:
(huffing/puffing at first) O.K., O.K. It's up to you to solve the problem. If you can remember what you saw...you can go fix it..or you can figure it out by observing your data on the map. Anyway, we have manhole covers to cover exposed heat vents or plants to replant or bricks to rebuild or whatever you need we have it...somewhere. Go ahead, we're a team now. I've got to figure out our next step. Check out the map to identify what's going on and well, Don't bother with the Brickster yet. I'll be here if you need me.

Screen 2: Photo wall.
Wiggley: good idea! if you've got photos. It may help you figure out what happened.
He walks over to the side in a wait/clickable state:
Click 1:
Click on the area that you took photos of. Oh, you did that already? I wasn't looking. I'm busy thinking of way to solve this problem and catch the Brickster but first things first.

Click 2:
I don't know. What do you think?

Click 3:
Nice photos!

Screen 3 exit back to real time room.no animations at this time

Screen 4 Analysis wall. **Wiggley** is feeding the fish in the tank and puttering about. He looks at you and says

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(If you arrive with a barrel sample):
Cool! let's check it out! that would be a...found object.. If you click and drag: animation starts (see analysis animations). Wiggley walks over to click position from before.
If you do not click: Wiggley walks over to click start position and says: **so-uh, what's new?**

If you arrive with anything else:
What cha got? what cha got? lemme see. Lemme see (hops up and down) and walks over to the click start position
If nothing is clicked: **So-uh, what's new?**

If you arrive with nothing as a sample.
I was kind of hoping that you would bring back a sample to check out. No problem. He turns and walks off screen

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CB RADIO/ VOICE OVER ONLY / ACT II
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

Non location specific O.V.
1) (Carrie) Science Center to Diver. Come in..howdy do. Avoid chasing that brickless Brickster dude until all repairs are met. He's up to something and we're not quite sure what it is yet. over

2) (Infomaniac) Hello! this may not be the best time to tell you this but I just wanted to tell you that I sure do appreciate what you're doing.\ O.k. good-bye.

Location specific O.V.

If in Kelp Forest:
1) Carrie: (SFX beep Beep) changes in current are approaching danger level.

If in Sandy Sea Floor
1) Carrie: (SFX beep Beep) Temperature indicates a high rise.

If in Reef
1) Carrie: (SFX beep beep) All systems indicate that things are pretty screwy down there

If in deep Caverns:
1) Carrie: (SFX beep beep) I just thought you might want to hear a friendly voice down there so I'm just calling up to say "hi" over and out

If in the Open Sea
1) Carrie: (SFX beep beep) Don't drink the water. I repeat don't drink the water. I know you wouldn't anyway but Dr. Gil Philter just asked me to pass that along

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After the repair of any environment:

1)Brickster: Hiya, Pal. The Brickster here. I just borrowed one of these radio things to tell you that I don't mean to break up your party but I do mean to break up the rest of the stuff in the sea..come to think of it, I do want to break up your party too. See ya around..

2) INFOMANIAC:Attention Diver..Oh, hello.. Be warned that the Brickster is out and about. Do not try to capture him just yet...Save the Sea! for you and me ..(chuckles and mumbles) That kind of rhymes.Oh, must be the rhyme of the ancient mariner.

3) CARRIE: Way to go, Brickeroo. But here's the catch...The Brickster has been observed deconstructing other areas. Find out what he's up to and come on back. We'll figure this out together.

RADIO (optional feature)
MUSIC and VOICE OVER ONLY / ACT II
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

RADIO GUY:
click 1)
And you're listening to WH2O. At least I'm assuming you are. After all there is no other radio station around than WH2O so why wouldn't you be listening. This next song is dedicated to our one listener out there. Since most everybody else has cleared out. I would too but I like my job too much to let anything like the world being destroyed stop me from playing my favorite tunes to my favorite listener...you O.K. then, this song goes to you (insert music)

Next clicks same as ACT I

REPAIR ENVIRONMENT ACT II
LEGO SEA CHALLENGE
SCRIPT / FINAL FIRST DRAFT
for Internal / In-house Review Only.
WORK IN PROGRESS and SUBJECT TO CHANGE

In all habitats:
IF the wrong item is placed: A shark will swim by and gobble it up and swim away

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If the right item is placed but in the wrong position it will float about. A voice over:

1) INFOMANIAC:
Close but no..uh..Sea gar...Looks like you've placed it in the wrong place. Go out and retrieve it and try again.
2) OOPs! wrong spot, my friend. Check the map again maybe?
3) Not quite but the thought was there

KELP FOREST:
To repair the Kelp Forest, a plant seedling (found at the science center) needs to be placed at the site of where the disaster took place.

If the right plant is placed in the right spot, an animation occurs.
Music crescendo and the Plants pop up and the habitat returns to ACT I.
1) Fish return and Pepper comes racing in on his PPU and says: **YESSSSSSSSS!**
spins around and takes off.
followed by Fish and Papa swimming in.
PAPA: Well done. Just like my pizzas are! and if I can just find those anchovies...I'll make you one...with or without..

SANDY FLOOR:
To repair the Sandy Sea Floor, a man hole cover (found at the science center) needs to be placed at the site of where the disaster took place.

If the cover is placed in the right spot, an animation occurs.
Music crescendo and the Plants pop up and the habitat returns to ACT I.
1) Fish return and Mama comes swimming in and says: **Holy Mackerel! not that I'm bit surprised mind you...and a one and a two..**(fish orchestra show up and mama turns away and conducts. She turns, looks at you, winks and says): **Thank you!**

REEFS:
To repair the REEF, a brick or two (found at the science center) needs to be placed at the site of where the disaster took place.

If the brick is placed in the right spot, an animation occurs.
Music crescendo and the Plants pop up and the habitat returns to ACT I.
1) Fish return and Nick and Laura come swimming in and says:
LAURA: Now there's a trooper and I salute you! good job
NICK: There's 1720 bricks down here and your one of the good ones. Thanks, partner.
Now we got to go find out about that Brickster. We may need you later

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DEEP CAVERNS:
To repair the Deep Sea Caverns, the right bricks blocking the tunnel must be removed and placed back into position

If the bricks are placed in the right spot, an animation occurs.
Music crescendo and the habitat returns to ACT I.
1) Fish return and Plastic Pete in his mini sub comes barreling into the scene and says:
Hoooeee! anybody wanna race me in this happily renewed environment..
a sword fish comes up and they take off and disappear

OPEN SEA
To repair the Open Sea, the antidote (created at the science center) needs to be placed at the site of where the disaster took place.

If the antidote is placed in the right spot, an animation occurs.
Music crescendo and the habitat returns to ACT I.
1) The **Infomaniac** pulls up in a claw craft. He waves and says:
Cod's teeth! that was well done
he turns around and takes off and disappears.

After repairing **all** of the habitat disasters:
An animation of a fish parade. Mama is riding a white shark in front. She is waving a baton. Behind her is a band of conch playing fish and an octopus with a big drum. The Brickster comes barreling in on his PPU and everyone scatters. Some deconstruct but all disappear as the Brickster hovers in front of you and says:
You did good with plants and bricks but how bout..The Brickster! that's me . Hey, look -I know you know where the treasure chest is...you can tell me now and make it easier for...well, for me or I could do this which would be more fun (pulls out stun gun and fires an urchine..misses) and takes off.

A V.O. (NICK BRICK): Calling divers. Calling all divers. All points bulletin. Be on the look out for a screwy suspect known as the Brickster. He must be stopped. I repeat: he must be stopped.
Report to the Science Center map room for further details. 10:4 over and out.

thus begins ACT III

END OF ACT II

ACT III

attached